

SCORING PROCEDURES (AR229)

1. The prescribed AHA Score Sheet must be used. Obstacle scores will be totaled and any penalties subtracted to arrive at a final score.
2. Order of go will be drawn. (AR207)
3. Scores to be announced following the conclusion of each work and before the next horse begins the course. If a score is being held for review, this is announced instead of the score.
4. Score Sheets must be posted.
5. For method of breaking ties see AR209 and AR229.6.
6. Scored from + 3 to – 3 on each obstacle. Half point increments can be used from +3 to –3.
 - + 3 = Excellent – Visually Impressive
 - + 2 = Very Good – Visually Attractive
 - + 1 = Good – Visually Pleasing
 - 0 = Average – Neutral Impression
 - 1 = Poor
 - 2 = Very Poor
 - 3 = Extremely Poor
 Half-point increments can be used from +3 to -3

CONDUCT

1. All entered exhibitors will be allowed to walk and inspect the course with the judge & course designer, if present, prior to the start of the class. In amateur and junior exhibitor classes, exhibitors may be accompanied by their trainer.
 - a. No Time Outs will be allowed.
 - b. All horses enter the arena with a score of 70. With each obstacle, the judge will instruct a scribe to assign a score as. All horses are judged from the time they enter the arena until the completion of the last obstacle.
 - c. Judge(s) may review official video on No Score, Zero, 10 or 5 point penalties only. Refer to **AR229.7**.
 - d. Refer to **AR222** for General Rules and **AR224** for mandatory obstacle dimensions. Refer to **AR224.15** for Walk-Jog Trail obstacles. The judge may alter the course prior to the course walk. (Exception: If at any time the trail obstacle is found to be unsafe, it shall be repaired or removed from the course. If it cannot be repaired and horses have completed the course, the score for that obstacle shall be deducted. No horse shall be asked to repeat the course, except in the case of a tie.)

DEFINITIONS (AR225)

1. **KNOCKDOWN:** When any component, element, or portion of an obstacle is displaced from its original position by horse or rider/handler.
2. **REFUSAL:** Any action taken by the horse to avoid performing an obstacle, part of a combination of obstacles or portion of a trail course. These actions may include, but are not limited to the following:
 - a. **Balking:** Any action that results in a horse blatantly and continuously refusing a rider's/handler's command
 - b. **Evading or running past** an obstacle to be negotiated.
 - c. Each complete loss of the gate determined by the entry letting go of gate or dropping a rope gate.
 - d. Any **blatant action** by the horse that demonstrates an **unwillingness to approach, negotiate** and/or **complete** an obstacle.
3. When a judge deems three (3) refusals have occurred at an obstacle, the exhibitor will be instructed to proceed to the next obstacle. (In multiple judge situations the call judge will determine when to instruct the exhibitor to proceed to the next obstacle).

NOTE: Any time a judge instructs an exhibitor to proceed to the next obstacle, a five (5) point penalty will apply for being asked to move to another obstacle and as such is not in accordance with course direction. This penalty is in addition to the two (2) five (5) point penalties received for refusals or blatant disobedience for a total of three (3) five (5) point penalties.

4.OFF COURSE:

- a. Taking an obstacle in the wrong direction.
- b. Deliberately failing to enter, exit or work obstacle from correct side or direction.
- c. Negotiating obstacles in the wrong sequence including skipping an obstacle unless directed by the judge.
- d. Not following the correct line of travel (i.e. the drawn pattern and/or Judge's instruction/discretion).
- e. Pulling gate when designated to push in course directions (or vice versa) or when using a rope gate, walking through gate when designated to back through (or vice versa).
- f. Sidepassing the wrong end of a horse in slot.
- g. Riding **or** leading outside designated boundary marker of the course.

SCORING PENALTIES**NO SCORE**

- a. Illegal equipment. This includes any attachment which alters the movement of or circulation to the tail and use of whip in In-Hand Trail.
- b. Abuse to the animal inside or outside the competition arena and/or evidence that an act of abuse has occurred. This includes lameness and/or fresh blood in the mouth, chin, shoulder, barrel, flank or hip areas.
- c. Disrespect or misconduct by exhibitor.

ZERO SCORE

- a. Off course including AR227.2a: (*see also AR225.4*)
 1. Pulling gate when designated to push in course directions (or vice versa) or when using a rope gate, walking through the gate when designated to back through (or vice versa)
 2. Sidepassing the wrong end of horse in slot.
 3. Working obstacles out of sequence
 4. Deliberately failing to enter, exit or work obstacle from correct side or direction.
 5. Riding/leading horse outside designated boundary marker of the course
- b. Fall of horse or rider. Equipment failure or loss of shoe that delays completion of course
- c. Dropping a rein or the Lead that contacts the ground while the horse is in motion
- d. Two hands on reins (Exception: Snaffles or Hackamore) or changing hands on reins; except for junior horses shown with hackamore or snaffle bit, only one hand may be used on the reins, except that it is permissible to change hands to work an obstacle. Does not apply for English Trail or In-Hand Trail
- e. More than one finger between split reins. Does not apply for English Trail or In-Hand Trail
- f. Fingers between closed reins. Does not apply for English Trail or In-Hand Trail
- g. Failure to maintain 16 inches of rein between hands when using romal reins except to work an obstacle. Does not apply for English Trail or In-Hand Trail
- h. Baiting is not allowed in In-Hand Trail

NOTE: Neither a "no score" nor a "zero score" penalty may receive an award in that class. A "zero" score may advance in a multiple-go event.

WESTERN or ENGLISH APPOINTMENTS

1. For rules regarding correct Western Trail appointments, refer to Western Pleasure – Appointments.
2. Horses entered in a Western Junior Horse Trail classes must be shown in a snaffle bit or hackamore (**See AR144**).
3. A Trail Junior Horse that has been shown in a Western event in a bridle may compete in a Western Junior Horse Trail class wearing a hackamore (Western only) or snaffle (Western or English).
4. For rules regarding correct English Trail appointments refer to Park Horse, English Pleasure, Country English Pleasure, English Show Hack, Hunter Pleasure, or Working Hunter – Appointments.

5. Horses entered in English Junior Horse Trail classes must be shown in a snaffle bit as appropriate to style of attire. Hackamores are not permitted in English Trail.

6. As of April 1, 2018, all riders are in English Trail are required to wear an ASTM approved helmet.

IN-HAND Trail Appointments

1. In-Hand Tack

a. Suitable halter (Leather preferred) (with or without silver trim), leather lead (with or without a chain) to be used. If a chain is used with the lead it must not be run through the horse's mouth or over the horse's nose.

2. In-Hand Attire

a. See AR230.

1. b. No crop, whip, chaps, chinks or spurs allowed

10 POINT PENALTIES

a. Temporary loss of control, stampeding, running through or jumping over entire obstacle when jump is not called for. This penalty can be awarded when an entry has completed an obstacle and has sufficiently destroyed the obstacle or where it is impossible to ascertain if the obstacle has been completed in any manner.

b. Blatant disobedience (kicking, bucking, rearing, biting, striking, horse leaving designated ground tie area).

5 POINT PENALTIES

a. Each refusal. Refusals are cumulative. After three (3) refusals at a single obstacle or when deemed necessary by the judge, the judge will ask the contestant to proceed to the next obstacle for a total of 15 penalty points. When the refusal is the result of a complete loss of the gate the entry may retrieve the gate and continue. If they are unable to retrieve the gate and the judge asks them to move on they will have been deemed to have earned three refusals for a total of three (3) five (5) point penalties.

b. Horse places two or more hooves outside of a confining element.

c. Horse misses/evades an element/component of an obstacle that is part of a series.

d. Rider/handler loses drag or object being carried.

e. Horse places one hoof off side of bridge or falling off side of bridge

f. Horse performs obstacle at the wrong gait or lead.

g. Rider spurring or obvious cueing or touching of horse in front of forward cinch including, but not limited to use of free hand to instill fear or praise

h. Handler touching the horse with either hand in In-Hand unless instructed by the judge, course designer or performing a side pass.

2 POINT PENALTIES

a. Horse/handler knockdowns or obviously displacing the original configuration of an obstacle.

b. Horse places one hoof outside of a confining element.

c. Horse breaks of gait for more than two strides. When an entry is transitioning down from a lope to a walk, a couple of steps of jog is acceptable and will not result in a penalty however the judge may take that transition into consideration in the maneuver score. The same would be for when a horse momentarily hesitates before undertaking a series of walkovers, working the bridge, or any other maneuver from the walk. A momentary halt is not considered a break of gait, and in fact is desired. If the entry takes two or more steps back it would be considered a refusal and be subject to a five (5) point penalty.

d. Rider holds of saddle with free hand. (Exception: over a jump, elevated jog over(s) or elevated lope over(s).

e. Horse approaches obstacle at wrong gait or lead. During transition areas between obstacles, if horse is, for instance, loping where a jog is called for, or jogging where a walk is called for, a two point penalty has occurred.

1 POINT PENALTIES

a. Horse double strides or adds strides or adds steps. (Walkovers, jogovers, lopeovers, tires).

b. Horse skips slot (walkovers, jogovers, lopeovers, or tires)

c. Major hit or stepping on an element of an obstacle, log, pole, cone or obstacle by horse/handler.

d. Each time horse switches leads where not called for, picking up wrong leads, or cross leading. **NOTE:** If a horse switches leads and must be broken down to correct the lead, then two penalties have been incurred (The first for switching leads (1 point) and the second for breaking of gait (1 or a 2 point penalty depending on the number of strides)

e. Horse breaks gait for two strides or less. When an entry is transitioning down from a lope to a walk, a couple of steps of jog is acceptable and will not result in a penalty however the judge may take that transition into consideration in the maneuver score. The same would be for when a horse momentarily hesitates before undertaking a series of walkovers, working the bridge, or any other maneuver from the walk. A momentary halt is not considered a break of gait, and in fact is desired. If the entry takes two or more steps back it would be considered a refusal and be subject to a five (5) point penalty.